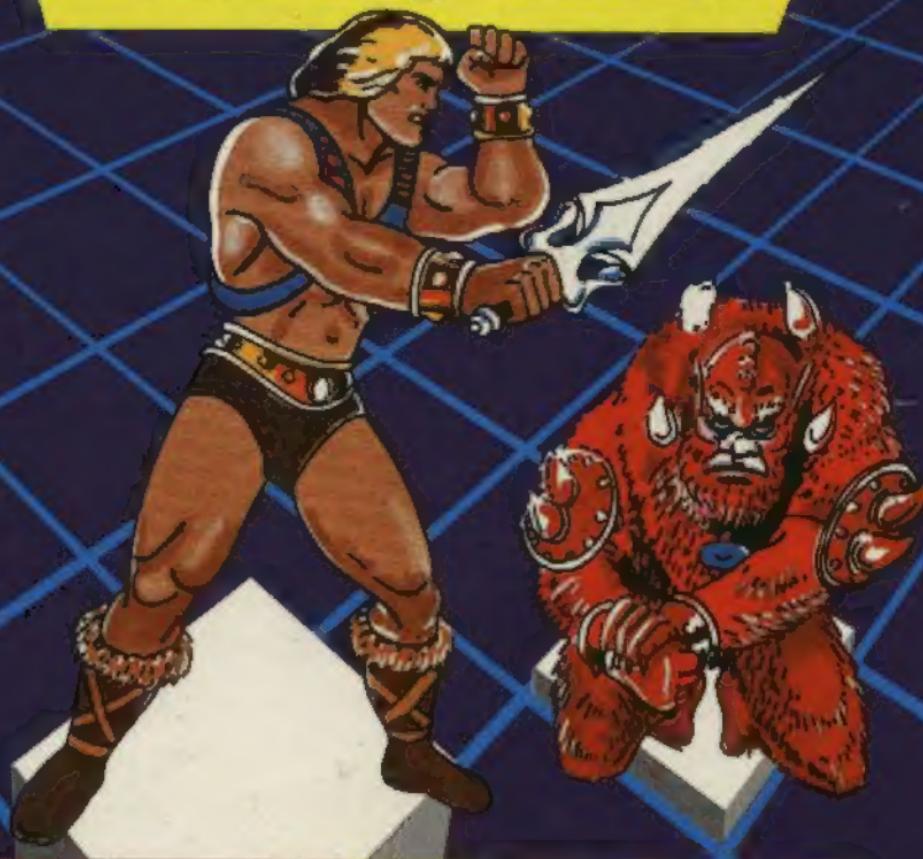


HE-MAN

and the
memory stone



MASTERS
OF THE UNIVERSE

**ADVENTURE
GAME BOOK**



HE-MAN

and the memory stone

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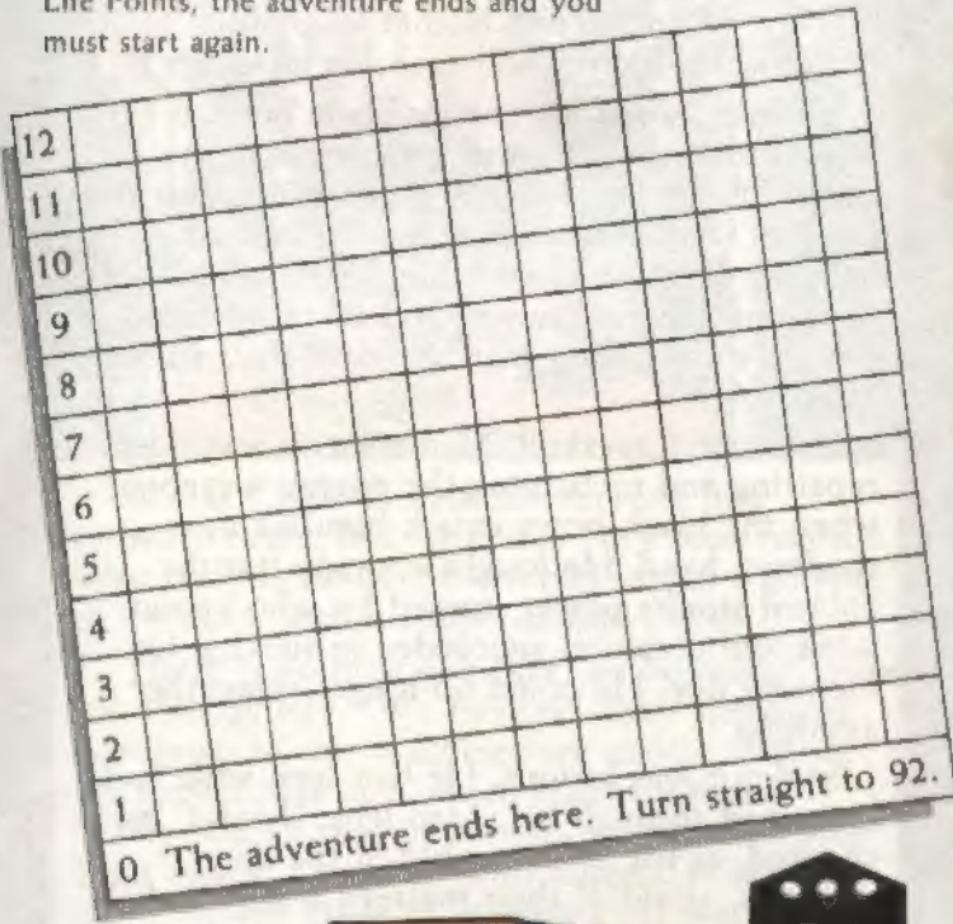
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HOW TO PLAY THE GAME

You will need a pencil and an ordinary six-sided die. As you read the story you will decide what He-Man does and where he goes in this adventure. Sometimes he will meet enemies which he has to fight. You will need to roll the die to find out what happens in these battles. Follow the instructions given in the story. He-Man starts this journey with 12 Life Points. Use your pencil to cross off Life Points on the chart as He-Man loses them. If He-Man reaches zero Life Points, the adventure ends and you must start again.



1 Deep underneath Snake Mountain, deeper than even Skeletor had dared to go before, the slave Skelcons had found a cavern. They immediately summoned their master.

Skeletor rushed through the mines, down towards the newly-unearthed cavern. "At last, we have found it; the brain-draining stone truly exists!"

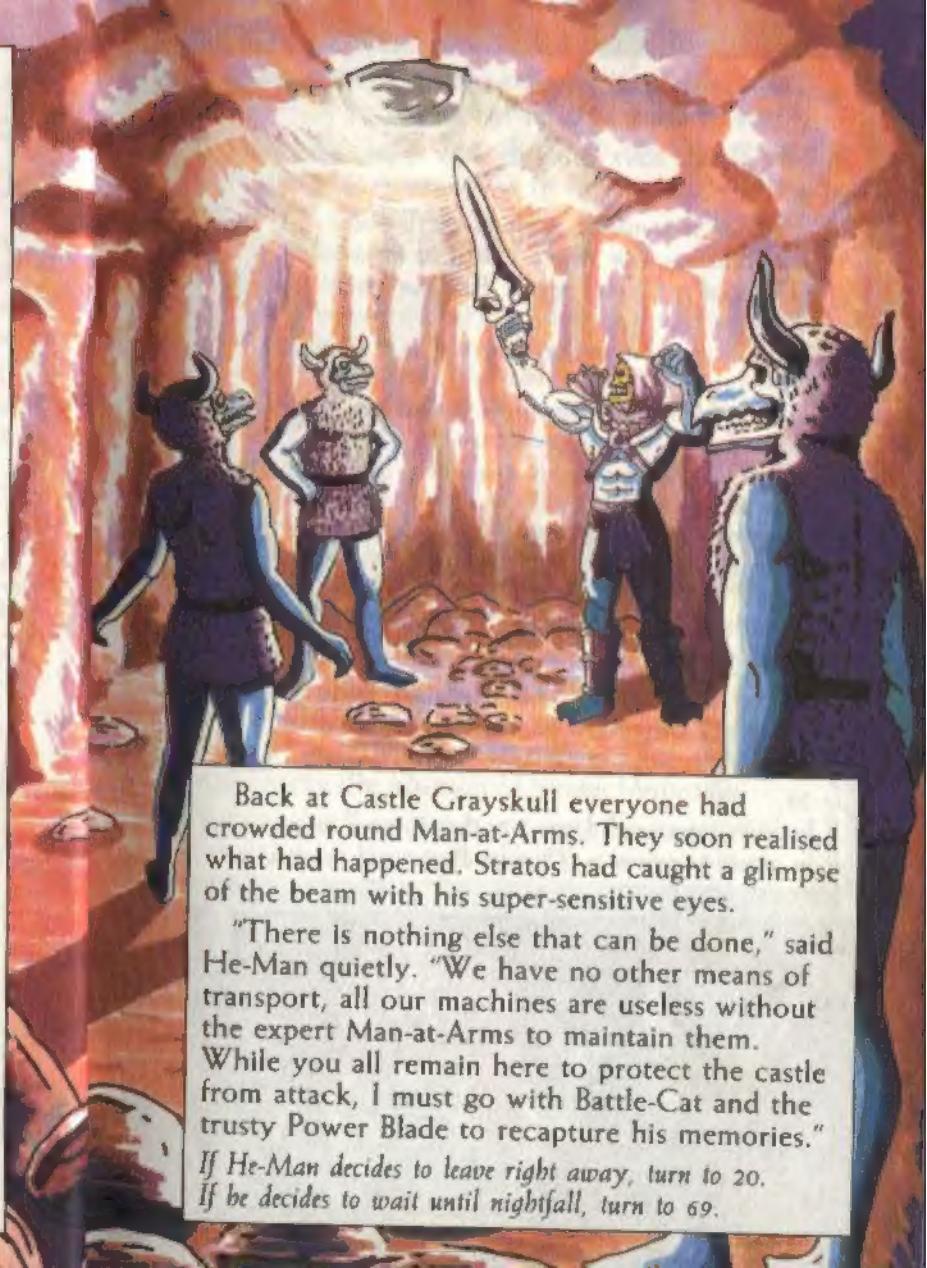
Pushing aside his gibbering servants he entered the small chamber.

"Now to put an end to that laughable buffoon, He-Man! I will suck his mind dry!"

Skeletor raised his energy blade until its tip almost touched the small grey stone in the centre of the chamber. With an evil cackle the Lord of Destruction set about the task of draining He-Man's mind. But unknown to him, the stone was not perfect and its brain-draining powers missed their mark. Instead they struck Man-at-Arms.

In Castle Grayskull, Man-at-Arms was busy repairing and recharging the energy weapons when the black beam struck him like a shadowy hand. He fought strongly but the ancient stone's power, forged by who knows what foul creature, succeeded in sucking his memory dry. He could no longer remember anything.

Skeletor was furious. He had seen what had happened through his video lens. "Fools!" he shouted, as the Skelcons hid in the deep shadows, afraid of their master's anger. "I shall still destroy He-Man! Without Man-at-Arms to repair and invent their weapons, their castle is defenceless."



Back at Castle Grayskull everyone had crowded round Man-at-Arms. They soon realised what had happened. Stratos had caught a glimpse of the beam with his super-sensitive eyes.

"There is nothing else that can be done," said He-Man quietly. "We have no other means of transport, all our machines are useless without the expert Man-at-Arms to maintain them. While you all remain here to protect the castle from attack, I must go with Battle-Cat and the trusty Power Blade to recapture his memories." If He-Man decides to leave right away, turn to 20. If he decides to wait until nightfall, turn to 69.

2 The Dust-Devil envelops He-Man. Blinding grains of sand whip at his skin.
Roll the die and score, using the table below, until you get a 6.

- 1 - He-Man is wounded, subtract 1 Life Point.
- 2 - He-Man can hear strange voices in the wind.
- 3 - The sand is almost choking He-Man, subtract 1 Life Point.
- 4 - The dust creature moans horribly as it surrounds He-Man.
- 5 - The wind lifts He-Man from his feet and spins him around.
- 6 - The Dust-Devil vanishes as quickly as it arrived, turn to 7.

3 "Stay here, my friend," says He-Man to Thunder Horse, "while I go and investigate."
Carefully, He-Man approaches the edge of the deep pit. His sharp eyes catch sight of a dark, shiny object in its centre.
If he decides to climb down and investigate further, turn to 23.
If he kicks some sand down into the pit, turn to 47.
If he wants to return to Thunder Horse and continue on his way, turn to 42.



He-Man is surrounded by coiling, grabbing vines. For each one he cuts with the Power Blade, two more drop down to take its place.
4 Roll the die and score, using the table below, until you get a 6.

- 1 - He-Man is being choked by the vines, subtract 1 Life Point.
- 2 - He-Man is scratched by the thick vines, subtract 1 Life Point.
- 3 - The vines squeeze He-Man.
- 4 - He-Man can hear cruel laughter from somewhere.
- 5 - He-Man holds his own against the vines but cannot get free.
- 6 - With a mighty effort He-Man cuts himself free, turn to 18.

A thick layer of ash-grey soil covers this 5 scorched land. Many volcanoes erupt boiling lava and pits of oily, evil-smelling liquid cover the landscape.

He-Man walks towards the spiral of dark smoke that marks the position of Snake Mountain.

Roll the die. If you get a 1, 2 or 3, turn to 9.
If you get a 4, 5 or 6, turn to 32.

The two heroes split up. Making a wide 6 detour, both He-Man and Battle-Cat arrive at opposite sides of the trap that has been set for them. A strong net, tied between two springy saplings, would have made them helpless prisoners had they blundered into it.

With a roar, the great green and yellow tiger scatters Beast-Man and his people. They run into the trees, howling in fright. Turn to 40.

7 Transferring his weight to several thick, hanging creepers, He-Man continues down the cliff face until he reaches a wide ledge. A narrow pathway leads down from it.

If He-Man wants to take the narrow path down, turn to 48. If he continues to climb down using the creepers, turn to 59. If he wants to climb down using the rock itself, turn to 72.

8 The whirlwind loops and swerves. He-Man tries to keep out of its path.

Roll the die. If you get a 1 or 2, turn to 2. If you get a 3, 4, 5 or 6, turn to 71.

9 As He-Man passes a large bubbling crater, the sorceress Evil-Lyn jumps down beside him. Before he has a chance to react, she casts a strong spell upon him.

The spell is powered by a question and only the correct answer to that question will allow He-Man to escape unharmed.

What was the chief Pygmy wearing?

If you think he was wearing a bone necklace, turn to 54. If you think he was wearing a cloak, turn to 64.

10 "Something is wrong, He-Man," says Battle-Cat, in his low growly voice. "The forest is too quiet. I think Beast-Man is near!"

He-Man draws the Power Blade. "Let him come. We are ready!" Turn to 85.

The ground gives way under He-Man's feet as he sinks in the quicksand. Roll the die and score, using the table below, until you get a 6.

11

- 1 - He-Man is bitten by something, subtract 1 Life Point.
- 2 - He-Man sinks deeper into the mire.
- 3 - He-Man's struggles make him sink further.
- 4 - He-Man pulls himself to the edge but cannot get a grip. Add 1 to your next throw.
- 5 - He-Man grabs hold of a submerged root. Add 2 to your next throw.
- 6 - Flexing his mighty muscles, He-Man pulls himself out of the sticky quicksand. Turn to 38.

In the distance He-Man hears a metallic clanking. A harsh voice shouts, "I have come to destroy you, He-Man!" It is the evil warrior, Trapjaw, stamping through the burnt landscape. If He-Man wants to call out to Trapjaw, turn to 84. If he decides to avoid Trapjaw by hiding, turn to 95. If he wants to try to ambush Trapjaw, turn to 123.

12



13 With Screeech only a smudge on the horizon, He-Man leans over the unconscious Battle-Cat. Luckily he isn't badly wounded. His strong armour protected him from the worst of the explosion. Soon the great cat opens an eye. "I will be all right. Please leave me and continue on your quest. I will return to Castle Grayskull as soon as I've regained my strength," he says.

He-Man agrees that this is the right thing to do and takes him into the shade of a nearby tree. "Rest here, my valiant friend," whispers He-Man. Turn to 137.

14 Carefully He-Man approaches the hole in the ash-grey ground. As he nears it the ground gives way under his feet, sending him sprawling down into darkness. When the dust has settled, He-Man finds himself sitting in a tunnel leading towards Snake Mountain. Up above the sky shines down through the large hole. There is no way up, He-Man must go down the tunnel. Turn to 24.

The dawn silence is shattered by a terrible screeching sound. He-Man turns just in time to fend off a hurtling body with his shield. The creature jumps to its feet as Battle-Cat's hairs bristle in anger. 15

A hideous monkey-spider has dropped down on He-Man from its perch, high in one of the great trees. Looking like a large monkey with spider's legs coming from its body, it approaches, dripping poison on the ground. Roll the die and score, using the table below, until you get a 6.

- 1 - He-Man is bitten on the leg, turn to 25.
- 2 - He-Man fends off the foul creature.
- 3 - He-Man wounds the creature. Add 1 to your next throw.
- 4 - He-Man wounds the creature badly. Add 2 to your next throw.
- 5 - He-Man knocks the creature out, turn to 45.
- 6 - He-Man fells the creature with one blow, turn to 45.

A shell explodes from the rock, hurling He-Man into the air. Subtract 3 Life Points as He-Man lands on the other side of the bridge. Turn to 138. 16



17 It's a great relief to He-Man when the friendly shape of Zoar comes into sight. Soon the great bird lands near to the sweating He-Man. "Battle-Cat returned to Castle Grayskull and told us of your need for water," says Zoar. "I have also brought food but I cannot stay long. Grayskull is under attack from Skeletor's horde."

"The water is very welcome," replies He-Man. "But that is bad news. Return now and help in the defence of our castle."

Zoar soars into the air, shouts, "Good luck!" and is gone. Turn to 79.

18 Tearing himself free of the vines, He-Man rushes out of their reach.

Roll the die. If you get a 1 or 2, turn to 11. If you get a 3, 4, 5 or 6, turn to 31.

19 The tunnel continues for a short distance until it reaches a crossroads. To the left is the entrance to Skeletor's private rooms.

If He-Man takes the right-hand tunnel, turn to 49. If he continues straight on, turn to 62.

20 Just as the jaw-bridge is about to be lowered, Stratos rushes up to He-Man. "I don't think you should leave during the day. Your mission will be made easier if you leave in darkness. This will also give me time to investigate the lie of the land."

He-Man agrees and returns to help to build more defences for the castle. Turn to 69.



Webstor drops to the ground like a huge spider. "Prepare to die, He-Man!" he laughs in his crackly voice. 21

Roll the die and score, using the table below, until Webstor runs away.

- 1 - Webstor bites He-Man and wounds him. Subtract 1 Life Point.
- 2 - Webstor wounds He-Man. Subtract 1 Life Point.
- 3 - He-Man wounds Webstor. Add 1 to your next die roll.
- 4 - He-Man injures Webstor with the Power Blade. Add 2 to your next roll.
- 5 - Webstor flees into the trees. Turn to 54.
- 6 - Webstor springs into the trees and is lost among the foliage. Turn to 54.

22 He-Man continues to walk boldly towards Snake Mountain, unafraid of what might happen to him.

Roll the die. If you get a 1, 2 or 3, turn to 46. If you get a 4, 5 or 6, turn to 57.

23 As soon as He-Man steps over the edge of the funnel-shaped pit he begins to slide on the dry sand, down towards its centre. A huge beetle rears up at He-Man, its black jaws snapping. He-Man must fight for his life.

Roll the die and score, using the table below, until you get a 6.

- 1 - The beetle bites He-Man badly. Subtract 2 Life Points.
- 2 - The beetle swipes at He-Man with its claws. Subtract 1 Life Point.
- 3 - He-Man defends himself with the Power Blade.
- 4 - He-Man wounds the creature. Add 1 to your next roll.
- 5 - He-Man wounds the beetle badly. Add 2 to your next roll.
- 6 - He-Man swings mightily and the beetle disappears beneath the surface. Turn to 58.

24 The tunnel is low and dark, lit only by the occasional glowing rock. Sometimes the roof forces He-Man to crouch low. At other times it soars upwards to a great height. It was through one of these thin areas that He-Man fell into the tunnel. In the distance he thinks he can hear the faint sound of hammering, but it may be his imagination. Turn to 39.

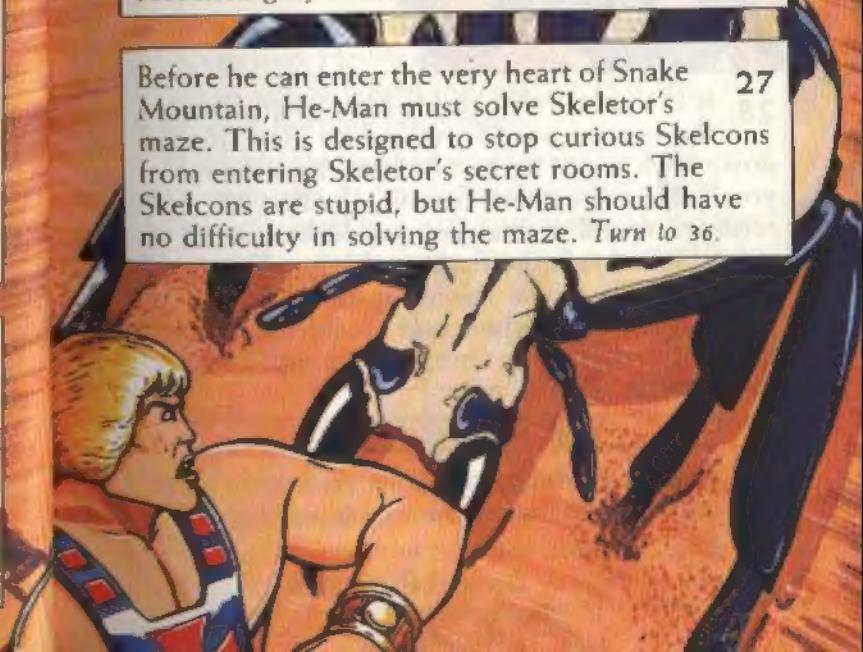
25 Battle-Cat chases the foul creature away from He-Man. "Take me back to Castle Grayskull," pants He-Man, as the poison spreads through his body like fire.

After He-Man has crawled onto his back, Battle-Cat sets off towards the castle at great speed. The poison isn't fatal, but it will be some time before He-Man can undertake the journey again.

If you want to help He-Man to try to rescue Man-at-Arm's memory again, turn to 1 and learn from your mistakes!

26 Though the rock is crumbly in places, the many crevices and ledges allow He-Man to climb down easily. At last he reaches the scorched grey earth. Turn to 5.

27 Before he can enter the very heart of Snake Mountain, He-Man must solve Skeletor's maze. This is designed to stop curious Skelcons from entering Skeletor's secret rooms. The Skelcons are stupid, but He-Man should have no difficulty in solving the maze. Turn to 36.





28 It is a great relief to He-Man when Stratos, the winged warrior, soars into view, loaded down with water flasks. "At last I have found you," says a breathless Stratos. "Battle-Cat returned to tell us that you would have need of this." He unloads the flasks and bags. "Water and food. There is no time for talk. I must return quickly, for the castle is under constant attack." Stratos zooms into the air and is soon lost to view. Turn to 79.

29 He-Man searches carefully until, at last, he finds a lever-shaped piece of blood red rock. If he decides to pull it, turn to 65. If he wants to strike the door with Power Blade, turn to 88.

Battle-Cat agrees with He-Man that Beast-Man 30 is trying to lead them into a trap. He suggests that they split up and try to foil his plan by attacking from both sides at once.

If He-Man decides to do this, turn to 6.

If he wants to return to the road, remembering that Castle Grayskull does not have much time, turn to 40.

He-Man shakes himself clean of the bits of 31 grabbing vine that had stuck to him, and wipes off the green vine sap that oozed from the damaged plants.

Overhead there is a rattling sound. He-Man looks up. Sliding down on one of its ropes is the evil Webstor, with his four red eyes gleaming against the jungle greenery. Turn to 21.

At every step, He-Man's feet cause a small 32 cloud of ash to billow into the air as if the land were burning once more.

Suddenly the ground gives way. He-Man plummets into darkness, landing on a pile of damp, grey mud in a narrow tunnel. Above him, the blue sky shines down through a gaping hole. If he wants to follow the tunnel, turn to 24. If he tries to climb out, turn to 41.

In the distance a dark speck is growing in 33 size, as it moves towards him. "Is it Screeech again?" wonders He-Man, searching in vain for a hiding place in the emptiness around him.

Roll the die. If you get a 1, 2 or 3, turn to 17. If you get a 4, 5 or 6, turn to 28.

34 Using all the available cover, He-Man slowly makes his way towards Skeletor's evil lair.
Roll the die. If you get a 1, 2, 3, 4 or 5, turn to 70
If you get a 6, turn to 46

35 A cloud of dust is seen across the vast grassy plain. Ahead of it gallops the fleetfooted Thunder Horse.

Quickly the great grey dunes appear on the horizon. A scorching wind blows sand from their summits. The sand covers the grasslands and Thunder Horse slows to a brisk walk, as his hooves begin to disappear under the surface at every stride. Turn to 103

36 He-Man is standing at the beginning of the maze. Ahead of him lies a crossroads. Rock tunnels lead ahead, to the right and to the left.

If he wants to go left, turn to 62.

If he wants to go right, turn to 86

If he wishes to continue straight ahead turn to 40

37 The shield spins upwards as Screeech's last bomb plummets to the ground. He-Man's aim is true and the shield strikes the bomb in a shower of sparks making it explode, harmlessly, high above the ground.

With a squawk of dismay Screeech hastily retreats. Turn to 13

With the slimy quicksand dripping off him, 38
He-Man pulls himself out of danger.
Cleaning the worst of the muck off with a couple of broad leaves he continues through the jungle keeping a careful lookout for any more quicksand. Soon he reaches a clearing
Turn to 95

Suddenly the faint hammering is replaced by 39
a much louder noise. It is the sound of grinding or burrowing. Roll the die. If you get a 1, 2 or 3, turn to 44. If you get a 4, 5 or 6, turn to 52

Leaving Beast-Man's trap behind, Battle-Cat 40
and He-Man head back to the road. Turn to 77



He-Man tries to 41
scramble out of the tunnel, but the crumbly ash breaks away in chunks as soon as he puts any weight on it.

He might be able to get out if he uses the Power Blade to carve steps into the collapsing wall, but he risks getting buried.

If he tries to cut the steps, turn to 80

If he wants to walk down the tunnel, turn to 24

42 Dusk approaches as Thunder Horse gallops across the burning sands towards He-Man's next obstacle: the Vine Jungle. As they rush along, spears of tough grass begin to appear, then green bushes and small thorn trees, until they are at the edge of the thick, moist jungle.

Thunder Horse stops. "Here our ways must part, my friend. I can help you no more. I will return to my green plains."

"Thank you," replies He-Man. "You are a true friend."

With a whinny, Thunder Horse gallops off into the dim light. Turn to 63.

43 Pushing through a thick patch of exotic red and yellow-leaved plants, He-Man suddenly finds himself in a clearing in the jungle. Turn to 98

44 The sound becomes much louder as the tunnel wall begins to crumble away. Out comes a vast worm-like creature, covered with heavy, faintly-glowing armour plating and horns. If He-Man wants to remain still and let it pass, turn to 60. If he wants to attack it, turn to 74.

Leaving the monkey-spider behind, He-Man and Battle-Cat jog through the wispy grass down a gently sloping hillside onto the great southern plain. Turn to 81. 45

In the distance He-Man hears a metallic voice, booming out of Snake Mountain. It is the evil spirit who has seen He-Man approaching. "All Skelcon guards report to battle stations!" rings out the terrible voice. "He-Man is approaching. Fire all laser guns!" 46

Bolts of red laser light crash into the scorched ground near He-Man. Suddenly the whole area collapses. A cheer erupts from the evil Skelcons, for they think that He-Man is destroyed.

But they are wrong. He-Man is sitting in piles of soft ash in a deep hole. A dark tunnel leads towards Snake Mountain and, brushing himself down, He-Man heads towards it. Turn to 24

The dry sand pours down to the bottom of the funnel-shaped pit where it bounces off the shiny object. With a roar, a huge, glossy black beetle erupts from beneath the sand, ready to devour its victim. But He-Man is too far away and the beetle sinks back under the sand to begin the long wait for its next meal. 47

He-Man returns to Thunder Horse. Turn to 42

48 The pathway is very narrow and dangerous. Several times parts of it collapse, sending rocks spinning down into the grey land below.

If He-Man wants to continue on the path, turn to 90
If he wants to climb down the vines, turn to 59
If he climbs down using the rock itself, turn to 72

49 Ahead of He-Man lies another crossroads. A warm breeze is blowing from the right

If He-Man wants to head right, turn to 68
If he wants to head left, turn to 97
If he wants to continue straight on, turn to 107

50 Quickly He-Man runs to a thick bush where both he and Battle-Cat can hide easily. Not a moment too soon! Around a corner in the forest road lumbers the hairy shape of Beast-Man and some of his powerful Beast-people. They haven't seen He-Man or Battle-Cat yet.

If they remain hidden, turn to 122
If they jump out and attack, turn to 115

51 He-Man continues through the jungle. Roll the die. If you get a 1 or 2, turn to 43. If you get a 3, 4, 5 or 6, turn to 67

With a rumble, a large section of the tunnel wall collapses inwards. A twitching, sniffling, whiskered nose pokes out from the hole followed by two beady eyes. At last He-Man is standing face to face with the giant mole. 'Hello!' says the mole. 'What is one of the sky' doing beneath the land?' Turn to 82

It is not long before the two heroes reach the dusty edge of the Sands of Time. Stretching before them is mile upon mile of barren grey sand and a few ruins from an earlier time.

Battle-Cat looks at He-Man. 'Here our paths must part. I will return to Castle Grayskull and tell Stratos to bring water to you.'

The green and orange cat turns and lopes off into the distance while He-Man starts his journey across the burning desert. Turn to 137

The binding power gradually fades away. It has no hold over He-Man any longer. He looks around for Evil-Lyn, but she is nowhere to be seen. He continues towards Snake Mountain. Turn to 12

55 With a gentle breeze blowing from the tunnel behind He-Man, he soon reaches another crossroads.

If he wants to go right, turn to 107.

If he decides to head left, turn to 104.

If he continues straight on, turn to 97.

56 Though He-Man doesn't want to allow Beast-Man to go on his way unchallenged, he forces both himself and Battle-Cat to avoid a fight for the sake of his friends in the almost defenceless Castle Grayskull.

Beast-Man and his people lumber past and away into the dark, as the two heroes emerge from hiding. "We must hurry, my friend."

He-Man leaps into the saddle and together they rush along the road. Turn to 77.

Boldly He-Man strides towards Skeletor's evil stronghold. Closer and closer he walks, until suddenly... Turn to 46.

57

The beetle sinks back into the sand. It wants an easy meal, not one that fights back.

He-Man finally manages to scramble out of the rapidly filling pit. He brushes himself down and approaches Thunder Horse.

"What was that thing?" asks the nervous creature.

"Some kind of man-eating beetle," replies He-Man. "We'd better watch out for those pits. Let's get going." Turn to 42.

58

The creepers are beginning to get thinner as He-Man climbs further down. Worrying creaks and groans become more frequent.

59

If he wants to continue down the creepers turn to 101
If he wants to climb down the rock, turn to 72

He-Man freezes, not with fear but through caution. The creature has done him no harm yet. The Giant Armoured Worm eventually grinds its way through to the other side of the tunnel and disappears, back into its own dark world. Carefully He-Man digs his way through the tunnel and continues on his journey. Turn to 78

60





61 The night is dark and thick clouds cover the moon. This is no problem for Battle-Cat who can see in the blackness.

Roll the die. If you get a 1, 2 or 3, turn to 135.
If you get a 4, 5 or 6, turn to 10.

62 After walking a short distance, He-Man bears right as the tunnel bends round a corner. After another few yards the tunnel leads right again, to another crossroads. A warm breeze is blowing gently in He-Man's face.

If he wants to take the left-hand tunnel, turn to 107.
If he wants to continue straight ahead, turn to 68
If he wants to head right, turn to 104.

63 The jungle seems dim and eerie compared to the harsh heat of the desert, but He-Man must go on ahead through the steaming undergrowth. Bright birds flutter high in the trees, rainbow frogs hop away quickly and monkeys chatter loudly, throwing twigs at one another. Roll the die. If you get a 1, 2 or 3, turn to 75. If you get a 4, 5 or 6, turn to 87.

He-Man remains bound by the evil spell.
His struggles are useless.

Subtract 1 Life Point.

Then out of the sky drops the heroic warrior, Buzz-Off, who manages to break the spell from outside. "Thanks!" says He-Man rubbing his sore arms. "It's a good thing you came along."

"You must hurry, He-Man," replies the yellow and brown warrior. "Castle Grayskull is under constant attack. Battle-Cat thought that you were in trouble and his instinct was right! I flew as fast as I could to get here and now I must return. Goodbye!" Buzz-Off leaps into the air, his thin, insect-like wings humming as he speeds away. Thanking Battle-Cat for his thoughts, He-Man continues into the volcanic land. Turn to 12.

The rocky outcrop slides down with a click as the great stone door grinds open. The sound echoes round the cavern. He-Man steps through the doorway into Skeletor's secret room beyond. The door shuts behind him. Turn to 124.

He-Man climbs down from Battle-Cat's back and draws the magic Power Blade. Together the two heroes walk along the dark road, eyes and ears straining to catch the slightest hint of danger. Turn to 135.

67 He-Man hacks his way through the jungle, with the Power Blade humming as it slices a path for its master.

The jungle begins to thin out and slope gently upwards. Soon he can see blue sky overhead as he nears the hilltop. At last the jungle ends as a carpet of ground ivy leads up to the edge of a high cliff. Looking down over the edge, He-Man can see the volcanic land which lies ahead of him. Turn to 120.

68 A short while later, the gentle warm breeze blowing in his face, He-Man reaches yet another crossroads. Ahead he can hear the faint sounds of hammer against stone and Skelcon voices.

If He-Man wants to take the left-hand tunnel turn to 110
If he wants to head right, turn to 117

If he wants to continue towards the sound, turn to 127

69 While He-Man gets ready for his great task, Stratos, Lord of Avion, takes to the air to search the area for dangers. It is dusk when he returns. "Through the thick leaves I saw Beast-Man and a band of large creatures heading this way along the road."

Leaping to his feet, He-Man mounts Battle-Cat and they race over the jaw-bridge and into the night.

If He-Man follows the road through the forest, turn to 61
If he tells Battle Cat to plunge through the undergrowth close to the roadside, turn to 100
If he decides to walk alongside Battle Cat turn to 66

He Man is still unseen by the lazy Skelcon guards and he creeps closer and closer to Snake Mountain. Then he begins to climb the spiral pathway up the snake's back. Turn to 93

With the Dust-Devil nowhere to be seen, 71
He-Man trudges onward. As the desert begins to give way to a few blades of grass, the air loses its burning dryness and becomes moister and fresher. Soon the Jungle of Vines can be seen ahead. Turn to 63

The crumbly rock becomes firmer, less eaten 72
away by weather and the effects of plant roots. He-Man soon touches the bottom, relieved to have his feet firmly on the ground again. Turn to 5

73 It is a long walk under a hot sun that lies ahead for He-Man and Battle-Cat. They know the importance of their task so they trudge onward through the dry grasses and strange plants of the plains.

Battle-Cat tenses and, turning his head to one side, he says, "I hear a distant flapping sound He-Man. It could be Buzz-Off but it could be that evil creature, Screeech. Which it is, I cannot tell."

If He-Man decides to run for cover under one of the few trees, turn to 118.

If he wants to wait until Battle-Cat's sharp eyes pick out the flying creature turn to 132

74 He-Man swings at the huge worm and the Power Blade easily cuts through its thick armour. The creature lets out a scream of pain and shrinks back into its tunnel, squirting a foul-smelling gas from its mouth.

Subtract 1 Life Point as the gas burns at He-Man's skin
Turn to 78

As He-Man pushes through the undergrowth 75 and hanging creepers, he comes across the beginning of a pathway.

If he follows the pathway, turn to 83

If he continues through the undergrowth, turn to 94

As Snake Mountain looms closer and closer, 76 He-Man realises that he is never going to get inside without being seen. Over to one side he notices a dark hole in the ground. Perhaps he can approach Skeletor's hideout using the many tunnels and crawlways carved out by Skelcons and other creatures over the centuries?

If he approaches the dark hole, turn to 14.

If he wishes to continue walking boldly towards Snake Mountain, turn to 22.

If he wants to use the many hollows and craters to creep up the mountainside unobserved, turn to 34

The road is well used and heads through the 77 Evergreen Forest towards the wide grassy plains in the south. There He-Man hopes to find even faster transport than the faithful Battle-Cat but there is still a long way to go. Turn to 108.

He-Man hurries through the dark tunnel 78 towards Snake Mountain. He knows that every second counts. After what seems like an age, he begins to hear the sounds of mining more clearly. Soon he is rushing deeper and deeper into the mines. Turn to 131

79 He-Man eats and drinks as much as he needs and packs what is left of his water and food into a single pouch. He tucks that into his belt and marches onwards, feeling much better.

The sun sinks slowly and evening comes as He-Man trudges through the desert. Night falls, bringing with it a chilly breeze, but still he walks on. All through the cold night he continues, snatching an hour's sleep at midnight. With dawn, the sun returns, rising over the desert. Turn to 14.

80 The Power Blade glows with energy as it slices through the soft grey ash, and turns the crumbly wall into glass-hard quartz. Slowly He-Man works his way towards daylight and the surface. At last he climbs out, brushes most of the dust off, and continues on his way, glad to be out of the dark tunnel.

Turn to 12

81 "The creature I seek is a horse with a man's mind, though his human side is tempered with a horse's natural nervousness."

He-Man turns to the great cat. The huge tiger nods in agreement. "I understand, He-Man," he growls in reply. "If you wish, I will return to Castle Grayskull."

If He-Man tells his friend to do this, turn to 139
If He-Man doesn't want Battle Cat to leave, and the two continue deeper into the plain, turn to 205.

82 "Greetings, Giant Mole," replies He-Man. "Do you serve Skeletor?" he asks, making sure that this creature isn't an enemy.

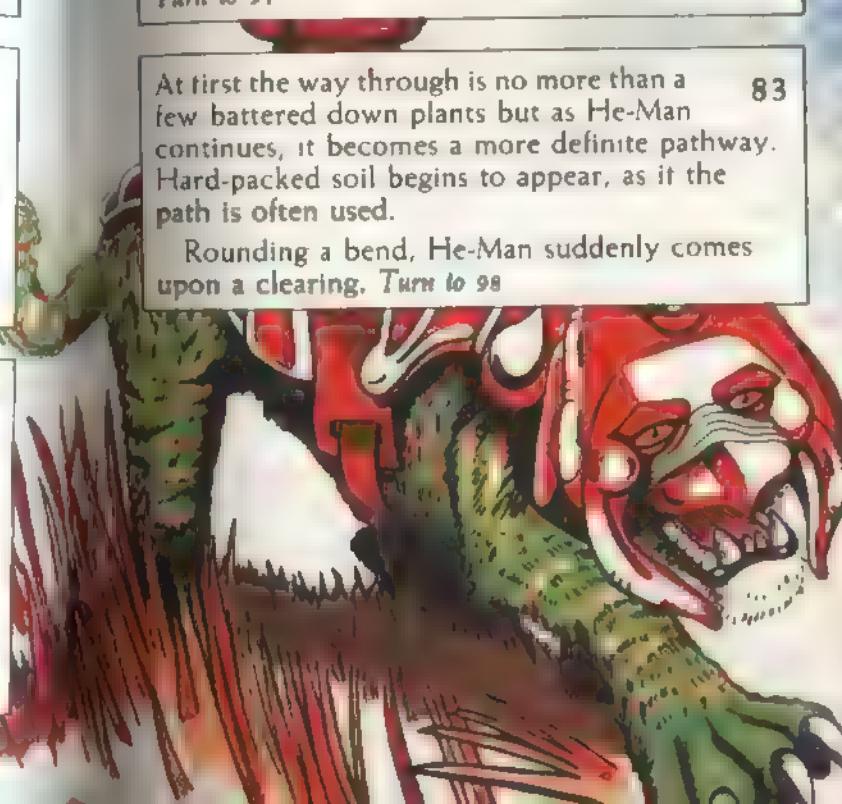
The mole growls, "I eat those worm-like Skelcons!" he replies, gnashing his needle-sharp teeth.

"That is good," says He-Man. "For I seek a memory-draining stone that is somewhere in the Lord of Destruction's mines. With your knowledge of the earth, can you help me?"

The mole turns. "Follow me!" it replies. Turn to 91

83 At first the way through is no more than a few battered down plants but as He-Man continues, it becomes a more definite pathway. Hard-packed soil begins to appear, as if the path is often used.

Rounding a bend, He-Man suddenly comes upon a clearing. Turn to 98





84 "I am here, Trapjaw!" He-Man calls out.
"I challenge you to fight! Show yourself!"
As if in answer, a flashing bolt of red laser-light explodes close to He-Man. The treacherous Trapjaw is using his armgun.
Roll the die and score using the table below, until you get a 6.

- 1 - He-Man is hit by Trapjaw's laser Subtract 2 Life Points.
- 2 - He-Man is wounded by a laser bolt Subtract 1 Life Point
- 3 - He-Man jumps aside as a bolt lands where he was standing.
- 4 - He-Man uses his magic shield to deflect a bolt back at Trapjaw. Add 1 to your next roll
- 5 - He-Man knocks a laser bolt aside with the Power Blade. Add 1 to your next roll
- 6 - He-Man creeps up behind Trapjaw and damages his armgun so that he cannot fire its deadly bolts. The two warriors, one good one evil, begin their hand to hand combat. Turn to 149.

Carefully, He-Man and his friend, Battle-Cat, 85 walk along the road. Suddenly there is a shout. Beast-Man and three of his Beast-people jump out at them from behind a tall oak tree.

With a mighty roar, Battle-Cat leaps into combat. Drawing the Power Blade, He-Man follows his fierce friend. Turn to 145.

He-Man approaches another crossroads. 86 From his left a warm breeze is blowing, bringing with it the faint sounds of hammer against stone.

If he wants to continue straight on, turn to 134.
If he wants to turn left, turn to 140.
If he wants to go right, turn to 145

The undergrowth gets denser and He-Man 87 starts to use the Power Blade to cut his way through the thick vines that block his way. Suddenly one of the vines seems to grab at his arm. Turn to 4

The Power Blade glows brightly as He-Man 88 brings it smashing down on the heavy rock door. With a surge of energy the sword slices into the stone, splintering it into pieces.

Carefully, he steps through the ruined doorway into Skeletor's hidden chamber beyond. Turn to 124.

89 He-Man leaps aside as the bomb hurtles towards him.

Roll the die to find out what happens

- 1 - He-Man is badly wounded by the blast. Subtract 2 Life Points
- 2 - He-Man is wounded by the blast. Subtract 1 Life Point.
- 3 - He-Man is blown off his feet by the bomb, but luckily he is not hurt.
- 4 - He manages to avoid the bomb by diving aside at the last moment
- 5 - The bomb misses him completely.
- 6 - The bomb doesn't go off. It was a dud!

With a squawk of anger, Screeech turns and hurriedly flaps away. Turn to 13.



90 Suddenly a huge chunk of the pathway breaks off the rock face, sending He-Man tumbling over and down towards the volcanoes below. Turn to 109



The giant mole burrows into the rock as if it were soft earth, directly towards Snake Mountain. He-Man follows behind, needing to jog to keep up. After some time they begin to descend steeply. The mole halts. "Nearly there!" it shouts, its voice muffled and faint. Turn to 111

When He-Man comes round, he is lying in a comfortable chamber in Castle Grayskull with a bandage round his head. "It's lucky that I followed you," says Stratos. "You would almost certainly be dead now had we not rescued you in the nick of time!"

Man at Arms has still not regained his memory. All that is good in this world is still at risk. Will you try again? If so, turn back to 1 and learn from your mistakes

Using the many deep shadows and huge boulders that line the pathway, He-Man makes his way, without being seen, to the very top of Snake Mountain. He must now decide whether to pass in front of the foul Demon's lair and to cross the rope bridge, or to climb down to a dark hole and continue into the mountain from there.

If he decides to head past the Demon's lair, turn to 119
If he wants to try the climb, turn to 129

He-Man pushes his way through the dense green undergrowth for some time. A cloud of blue dragonflies scatter among the trees, as he disturbs their sleep. Then he emerges into a jungle clearing. Turn to 98.

95 He-Man jumps behind a crater as Trapjaw stamps past. Suddenly the ground gives way. He-Man finds himself falling downwards to land on a pile of spongy rock in a small chamber.

He looks up and sees Trapjaw. The evil warrior's metal jaw clangs up and down at He-Man.

A narrow tunnel leads away from the chamber. It is the only way left open to He-Man. Trapjaw would easily pick him off if he tried to climb up to the surface. Turn to 24.

96 The sur. climbs higher in the sky. In the distance, Battle-Cat spots a tiny figure coming closer and closer. Soon he is able to tell He-Man that it is Thunder Horse approaching quickly.

The strange creature stops suddenly, snorting the air and stamping its foot as it smells the cat
If He-Man tells Battle-Cat to return to the castle, turn to 130
If he calls out to Thunder Horse, turn to 146.

97 The tunnel turns sharply to the left, then left again as He-Man approaches another crossroads.

Along the right-hand tunnel he can see the beginnings of the secret passage down which he came.

If he wants to go straight on, turn to 96
If he wants to head left, turn to 49

In the centre of the clearing is a small village 98 surrounded by sharpened poles. Parts of these defences have been smashed down. He-Man moves closer. In the centre of a ring of mud huts is the foul creature, Whiplash, an evil reptile and servant of Skeletor. He is attacking the small Pygmy people. He-Man shouts out a challenge to Whiplash. Turn to 113

The rough cavern walls give out a dim, 99 blood-red glow to light He-Man's path. The cave is low and narrow and it twists and turns for some time before ending at a smooth, rectangular, stone door. There is no sign of a handle or hinges.

If he wishes to search for a secret lever, turn to 29
If he wants to hit the door with the Power Blade, turn to 88

Battle-Cat's mighty muscles ripple with 100 strength as he bounds through the thick undergrowth. Soon Battle-Cat catches sight of the hairy Beast-Man swinging through low branches which lead him deeper into the uncharted Evergreen Forest.

If He-Man tells Battle-Cat to speed up after Beast-Man, turn to 143
If he thinks it might be a trap, turn to 30

With a loud snapping sound, all the 101 creepers give way at once. He-Man begins to fall towards the ground, far below.

Roll the die. If you get a 1 or 2, turn to 116.
If you get a 3, 4, 5 or 6, turn to 126.

102 The heavy stone doorway swings inward on groaning hinges.

Once He-Man is inside, the door closes with a clunk, leaving him standing in a red glow that lights Skeletor's quarters. He-Man knows that he must head down towards the mines, many hundreds of feet below. Turn to 124

103 Again and again Thunder Horse and He-Man climb the steep side of a dune, only to see still more dunes ahead of them.

The sun is getting low on the horizon when they reach the end of the dunes. Here the sand is firmer and He-Man leaps onto Thunder Horse's back and they continue. Turn to 125

104 After a short walk, He-Man comes to yet another crossroads. Ahead lies the start of Skeletor's secret passageway up to his rooms.

If he wants to go right, turn to 62.

If he wants to go left, turn to 86.

105 He-Man decides that the creature he seeks will not be afraid of Battle-Cat so they continue across the dry, grassy plain. Turn to 96.

He-Man explores the cliff edge for some time but he cannot find a pathway down.

If he uses the hanging creepers to help him to climb down, turn to 133.

If he wants to climb down the rock using the many hand holds, turn to 144.

106

The narrow tunnel turns to the right and then right again until He-Man reaches a crossroads once more. To his left lies a tunnel from which comes a gentle warm breeze, together with the occasional sound of the clink of hammer against stone.

If he wants to turn right, turn to 55

If he wants to go left, turn to 127.

If he wants to head straight on, turn to 117.

107

The dark night fades into cool dawn light as Eternia's sun rises over distant hazy mountains. Soon the dense forest thins out and the vast grassy south plain comes into sight. Turn to 15

108



109 He-Man wakes up in Castle Grayskull, his mind spinning with memories of a fall. "What happened?" he asks, still a bit groggy.

"Between them, Stratos, Zoar and Buzz-Off rescued you from a fall. It would have killed even you!" replies the kind warrior goddess, Teela.

Man-at-Arms has still not regained his memory. If you want to help He-Man to undertake another adventure, turn to 1 and learn from your mistakes!

110 The gentle warm breeze gets fainter and fainter as He-Man continues along the tunnel. After a left turn and then another left turn, he is facing a crossroads again.

If he continues straight on, turn to 104.

If he wants to go right, turn to 97.

If he wants to turn left, turn to 68.

111 "You need not fear, my friend," shouts He-Man. "Battle-Cat will not harm you."

But Thunder Horse, who cannot overcome his natural fear of tigers, rears up, turns and gallops away into the distance with a cry of, "I'm sorry!" Turn to 73.

112 Leaving Trapjaw lying unconscious in the grey dust, He-Man heads towards Snake Mountain. It looks like a red smear in the distance. Turn to 76.

Whiplash turns angrily and thrashes his massive tail. He charges at He-Man, knocking several of the Pygmies aside.

Roll the die and score, using the table below, until you get a 6.

- 1 - He-Man is whacked by Whiplash's tail. Subtract 1 Life Point
- 2 - He-Man is wounded by Whiplash. Subtract 1 Life Point
- 3 - He-Man jumps over the tail as it thrashes about
- 4 - Whiplash is wounded by He-Man's Power Blade. Add 1 to your next roll
- 5 - Whiplash is knocked to the ground by a mighty punch from He-Man. Add 2 to your next roll
- 6 - Whiplash is knocked out, turn to 130.

With a crash of breaking rock, the huge mole smashes his way into the chamber where the memory stone lies. The Skelcons scatter in panic. They know that this mole will eat them. Turn to 142.

While the great cat takes on the Beast-people, He-Man does battle with their leader.

Roll the die and score, using the table below, until you get a 5.

- 1 - Beast-Man wounds He-Man slightly with his claws. Subtract 1 Life Point
- 2 - Beast-Man jumps aside as He-Man swings the Power Blade
- 3 - He-Man wounds Beast-Man. Add 1 to your next roll
- 4 - He-Man wounds Beast-Man badly with a mighty punch. Add 2 to your next roll
- 5 - He-Man knocks Beast-Man out cold. Turn to 128.

116 He-Man twists as he falls, and with a mighty effort, catches hold of a piece of rock which is sticking out. He manages to pull himself onto the cliff face and continues down. Turn to 26

117 After a short while, the breeze gets fainter and fainter behind him. He-Man has to make another choice.

If he wants to go straight on, turn to 145.
If he wants to turn left, turn to 134.
If he wants to head right, turn to 19

118 He-Man and Battle-Cat make a dash for the nearest tree. They are just in time, as the evil Screeech appears from behind a low hill loaded down with his bomb pack.

Without seeing the two heroes, Screeech continues on his way still searching the plain for He-Man. Turn to 53.

119 The huge Demon of Snake Mountain appears to be asleep, while his master, Skeletor, is away attacking Castle Grayskull. He-Man creeps past the teeth and on towards the rope bridge which spans the gap between the mountain's twin peaks.

If he wants to climb down to the other possible entrance to Snake Mountain, turn to 129.
If he wants to cross the rope bridge, turn to 138

There are several ways in which he could climb down the rocky cliff. 120

If he decides to use the thick creepers that dangle over the edge, turn to 133.

If he wants to climb down using the many hand and foot holds in the rock, turn to 144.

If he wants to search for an easier path down, turn to 106

The memory-draining stone lies in the centre of the chamber. He-Man approaches it carefully. Suddenly there is a flash, and out of a cloud of dark green, foul-smelling smoke steps Skeletor, Lord of Destruction. 121

"So, He-Man, you have come this far! But you will go no further. Prepare to die!" he laughs. Turn to 136

Battle-Cat crouches low and growls quietly to tell He-Man that he wants to attack the Beast-people. The noisy group passes, led by Beast-Man. The Power Blade glows softly in He-Man's hand. 122

If the two heroes decide to leap out and attack, turn to 115.
If they decide to remain hidden, turn to 56

Stealthily, He-Man creeps up behind Trapjaw as the mechanical monster stamps by. He-Man swings the Power Blade down and it slices through Trapjaw's armgun, making it useless. With a roar of rage the evil warrior turns, his metal mouth clanging up and down. Turn to 149. 123

124 Quickly He-Man finds Skeletor's secret way down into the mines below Snake Mountain. Turn to 27

125 Over to his left he sees an unusual cone-shaped hollow in the dry sand.

If he wants to investigate this hollow, turn to 3
If he tells Thunder Horse to keep going, turn to 42

126 With a great effort, He-Man twists as he falls, arching his back to try to grab a piece of rock which sticks out. His fingertips slide off its powdery surface and He-Man continues to fall. Turn to 109.

127 At last he leaves Skeletor's maze behind. The tunnel ahead is wider and higher, leading down through the mines where the Skelcons work. They take one look at He-Man, drop their tools and flee in the opposite direction. Without Skeletor to drive them on, they are nothing. Eventually He-Man reaches the deepest part of the mine. Turn to 121

128 Beast-Man and his hairy gang run away into the dense forest swinging up into the trees. They have soon disappeared.

If He-Man decides to follow them, turn to 100
If he continues along the road, turn to 77

129 The descent is dangerous. Greasy mosses are the only plants which grow on Snake Mountain and the rock gives way many times, without warning, when He-Man puts any weight on it. But at last he reaches the dark entrance which will lead him into Skeletor's stronghold. Turn to 99

130 The tiny Pygmies rush to thank He-Man, as Whiplash lies on the trampled floor. He-Man tells them to tie up Whiplash with some jungle vines. "May we help you?" asks the chief Pygmy, his bone necklace rattling.

"Yes indeed," replies He-Man. "If you could take me to the edge of the jungle it would be a great help." Turn to 141.

131 The Skelcons drop their mining tools and flee in terror at the sight of He-Man. Without Skeletor to drive them on, they are lazy and cowardly. At last He-Man reaches the deepest part of the mine and enters the small chamber.

Turn to 121

132 "It's Screeech!" roars Battle-Cat. "He's carrying a full load of bombs!"

The ugly bird zooms down out of the sky and lets fly one of his two bombs at Battle-Cat. The great tiger swerves and avoids the full impact of the bomb, but the blast knocks him unconscious.

Soaring high, Screeech begins his second dive, straight at He-Man!

If He-Man dodges aside at the last second, turn to 89. If he tries to turn the bomb by throwing his magic shield at it, turn to 37.

133 Checking that the thick, ivy-covered creepers will hold his weight, He-Man starts downwards to the black, volcano-scarred land below.

Suddenly there is a creaking sound from above. One of the creepers is beginning to tear away from its roots.

If He-Man still wants to climb down using the creepers, turn to 7.

If he decides to rely on the rock of the cliff itself to provide hand and foot holds, turn to 26.

134 The tunnel turns right, then right again and right once more, until He-Man reaches another crossroads. A very faint breeze is blowing in his face.

If he continues straight on, turn to 140.

If he wants to head left, turn to 19.

Battle-Cat stiffens and growls, "I smell Beast-Man. He is heading this way with a band of his followers."

If they decide to hide in the undergrowth, turn to 50. If they continue along the narrow road, turn to 85.

Skeletor raises his Havoc Staff. He-Man stands ready with the Power Blade drawn and shining with energy.

Roll the die and score, using the table below, until you get a 6.

- 1 - Skeletor blasts He-Man with the Havoc Staff. Subtract 2 Life Points.
- 2 - Skeletor smashes He-Man with his fist. Subtract 1 Life Point.
- 3 - He-Man blocks the Havoc Staff with the magic shield.
- 4 - He-Man punches Skeletor and wounds him. Add 1 to your next roll.
- 5 - He-Man knocks Skeletor's Havoc Staff from his hand. Add 2 to your next roll.
- 6 - He-Man knocks Skeletor unconscious with a blow from the mighty Power Blade. Turn to 150.



Battle-Cat moves away as Thunder Horse comes nearer. He is still very nervous about Battle-Cat but he says, "It is a long time since we last met, He-Man. I am glad to see you again."

139

137 Steadily He-Man climbs to the top of each huge sand dune as sand blows in his face. Again and again he climbs until, at last, the dunes become a still, flat expanse of sand. He-Man is getting very thirsty by now and the scorching heat is beginning to affect him. Turn to 33.

138 The rope bridge is covered in slime and has great holes in its wooden planking. He-Man begins to cross.

Suddenly there is a terrible hissing sound. A giant snake, one of the many mountain guards, is striking at him. Its long fangs drip black poison and its green scales gleam in the half light.

Roll the die and score, using the table below, until you get a 6 or He-Man falls.

- 1 - He-Man slips on the slime and falls off the bridge. Turn to 109.
- 2 - He-Man is bitten by the great snake. Subtract 1 Life Point.
- 3 - He-Man slips but just manages to keep himself from falling.
- 4 - He-Man wounds the snake with the Power Blade. Add 1 to your next roll.
- 5 - He-Man overpowers the snake with a mighty blow from the Blade, turn to 147.
- 6 - He-Man dives away from the snake and runs, out of reach, across the bridge. Turn to 147.

"It is sad that we should meet only because of Skeletor's evil, my friend," replies He-Man. "Can you take me across the Sands of Time?"

"It would be a pleasure, but I can go no further than the far edge of the desert. I cannot help you in the Vine Jungle," says Thunder Horse.

He-Man grips Thunder Horse's mane as together they set off for the Desert of Desolation and the Sands of Time. Turn to 35.

Soon, He-Man reaches a crossroads. A gentle warm breeze blows from the right-hand tunnel. In the distance he can hear the faint sounds of metal hammers against stone. If he wants to continue straight on, turn to 110. If he wants to head towards the sound, turn to 127. If he wants to go to the left, turn to 55.

140

A large band of Pygmies, armed with small spears and blowguns, leads He-Man through the jungle to the edge of a high cliff. Many hundreds of feet below begins the volcanic region which He-Man must cross to get to Snake Mountain and the stone which holds Man-at-Arm's memory. He turns to thank the Pygmies but they have disappeared back into the jungle. Turn to 120.

141

142 The huge mole rushes after the fleeing Skelcons, smacking his lips! He-Man is left alone in the chamber. In the centre of the cave is the plain, grey, brain-draining stone. As He-Man approaches it there is a flash and out from a cloud of dark green smoke steps Skeletor, Lord of Destruction.

"So He-Man, you have come for the stone, have you!" laughs Skeletor. "You will have to face me first!" Turn to 136.

143 The great cat leaps forward after Beast-Man, right into a hidden net which springs closed, trapping both Battle-Cat and He-Man high above the ground.

The cowardly creatures, under the guidance of Beast-Man, begin to throw rocks and logs at the helpless heroes. A rock strikes He-Man on the head and he loses consciousness. Turn to 92.

144 Though the cliff has a powdery surface it is fairly firm and He-Man climbs down easily to reach a wide ledge. From here, a narrow pathway leads down towards the land far below.

If he wants to follow the path, turn to 48.

If he wants to climb down using the creepers, turn to 59.

If he wants to continue down the rock face, turn to 72.

The tunnel turns left, left again and left once more, looping back on itself until it joins the crossroads it left. A whisper of a breeze is blowing from the right-hand tunnel.

If He-Man turns to the right, turn to 140.

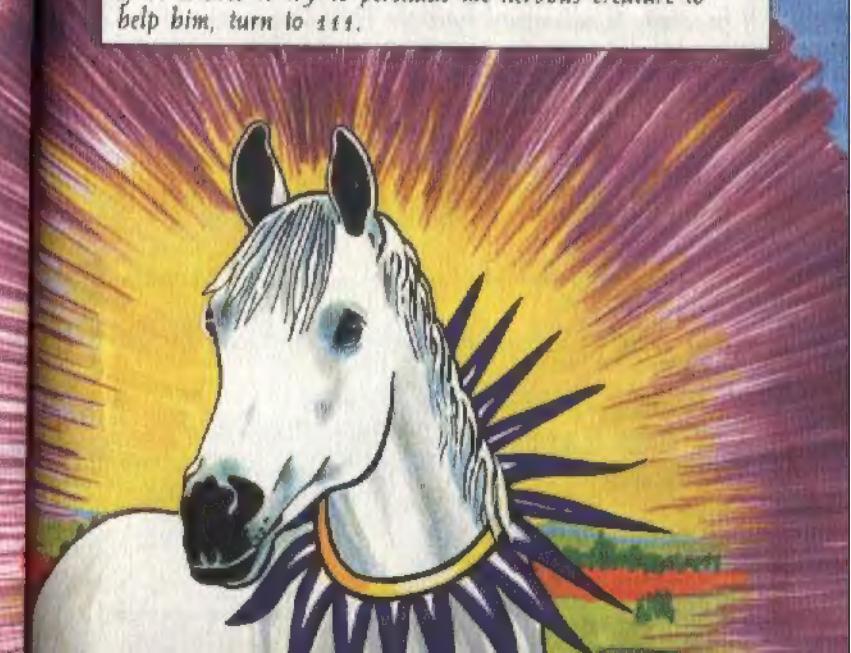
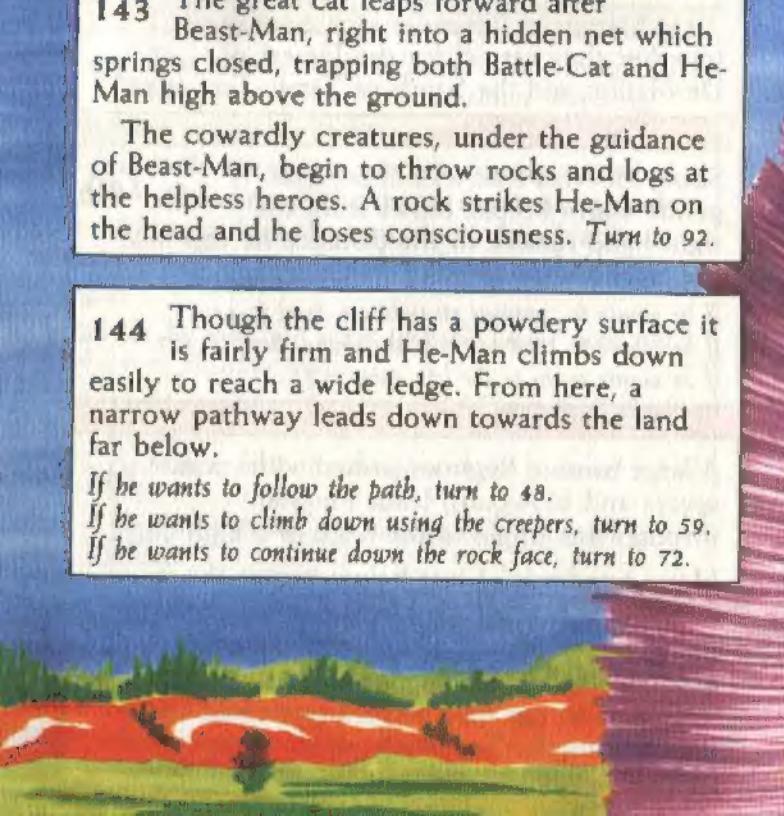
If he continues straight on, turn to 19.

"Thunder Horse, I bring you greetings from Castle Grayskull," shouts He-Man. "I need your help to cross the Sands of Time."

Thunder Horse doesn't reply. He stamps his foot and snorts at Battle-Cat. He-Man knows that he will not come nearer while the huge, green tiger remains there.

If He-Man asks Battle-Cat to return home, turn to 139.

If he wishes to try to persuade the nervous creature to help him, turn to 111.



147 He-Man steps onto the ledge in front of the door of Skeletor's hideout. He leaves the evil snake behind.

The Lord of Destruction has placed a powerful spell on the great stone door. It will open only if the correct password is spoken. The only clue to the password that He-Man has is an inscription. It reads:

?EKANS TNAIG EHT SAW RUOLOC TAHW?

If you think the password is red, turn to 16.
If you think it is green, turn to 102.

148 Over to his right He-Man catches sight of something moving. A swirling cloud of sand is blowing straight towards him.

If he wants to stay where he is, turn to 2.
If he wants to run away from the Dust-Devil, turn to 8.

149 Trapjaw fights furiously, but without his laser gun he knows he cannot beat He-Man.

Roll the die and score, using the table below, until you get a 6.

- 1 - He-Man is bitten by Trapjaw's metal teeth. Subtract 1 Life Point.
- 2 - He-Man is wounded by Trapjaw. Subtract 1 Life Point.
- 3 - He-Man just avoids Trapjaw's bite.
- 4 - Trapjaw is wounded by the Power Blade. Add 1 to your next roll.
- 5 - Trapjaw is badly wounded by the Power Blade. Add 2 to your next roll.
- 6 - He-Man knocks out Trapjaw... Clang! Turn to 112.

With Skeletor lying unconscious on the floor of the chamber, He-Man rushes across to the small grey stone that has caused all this trouble. Raising the Power Blade high above his head, he then brings its magic edge slicing down into it.

The pebble bursts into hundreds of pieces and Man-at-Arms' memory goes back to him over the many miles.

Back at Castle Grayskull, Man-at-Arms suddenly looks up. "My memory!" he shouts suddenly. "It has returned! He-Man must have conquered Skeletor at last!"

Quickly Man-at-Arms sets about repairing and recharging the machines that have remained idle for so long. Armed with the newly-working energy weapons they make Skeletor's band of evil followers turn tail and flee. Foul creatures scatter into the countryside, as bright blue laser beams flash towards them from the castle.

When all is quiet once more, Man-at-Arms and Teela ride out in Battle Ram to rescue He-Man from Snake Mountain. They pick him up from the very top of the mountain, where he stands in triumph.

The dark and deadly side of Eternia is, for the moment, defeated. The Masters of the Universe are one step closer to the total destruction of all that is evil.